

World Championship **BOXING** MANAGER

ENGLISH INSTRUCTIONS



Krisalis Software Ltd,
Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD
Telephone: 0709 372290 Fax: 0709 368403

© 1991 Krisalis Software Ltd.

INTRODUCTION

WORLD CHAMPIONSHIP BOXING MANAGER is our latest complex game following the huge success of TRACKSUIT MANAGER the award winning football strategy game.

WORLD CHAMPIONSHIP BOXING MANAGER has taken the popular theme of heavyweight championship boxing creating a new addictiveness in strategy. It is a management game designed to emulate a boxing manager attempting to rear and nurture his stable of boxers and produce a heavyweight champion in this intriguing world of hard dealing.

Without skill levels, computer trickery or hidden pitfalls you will compete against 17 COMPUTER OPERATED MANAGERS each with their own stable of BOXERS TOTALING 100.

Each manager is trying to produce serious championship contenders, by careful planning involving pre-fight preparation, training, careful fight selection, scouting, plus other methods mentioned later. There are AREA, NATIONAL as well as WORLD titles each with their individual rankings which are continually updated.

Sit at your desk in your OFFICE as you use your TELEPHONE, FILOFAX, FILING CABINET etc or visit the GYM and PHYSIO. Send SCOUTS on spying missions or for fight reports. Tactically assist your SECOND on FIGHT NIGHTS as the CONTESTANTS FIGHT ROUND BY ROUND using a method of ARTIFICIAL INTELLIGENCE.

GOLIATH GAMES have carried out extensive research within the fight game so that you may experience the reality and frustration as you set about your task.

Its time now to put on your suit and get to the office as the World of Championship Boxing awaits you ... good luck.

LOADING INSTRUCTIONS

LOADING INSTRUCTIONS – SPECTRUM

Loading a new game

Tape

1. Insert Cassette
2. Type LOAD"" and press RETURN
3. Press PLAY on recorder

Disk

1. Insert Disk
2. Select LOADER option from menu

Loading a previously saved game

Tape

1. Insert Cassette
2. Select LOAD option
3. Press PLAY on recorder

Disk

1. Insert Disk
2. Select LOAD option

Saving a current game

Tape

1. Insert Cassette
2. Go to EXIT sign in hall
3. Select SAVE option
4. Press PLAY and RECORD on recorder

Disk

1. Insert blank disk
2. Go to EXIT sign in hall
3. Select SAVE option

Game controls

The CURSOR keys control the pointer

RETURN — select

Or use joystick

WARNING: Disk drives must be disconnected when loading or saving to tape.

LOADING INSTRUCTIONS — C64 VERSION_____

Loading a New Game

Tape

1. Insert Cassette and rewind it
2. Press SHIFT & RUN/STOP Keys
3. Press PLAY on recorder

Disk

1. Insert Disk
2. Press LOAD "*"8,1 and press RETURN

Loading a previously saved game

Tape

1. Insert Cassette
2. Answer YES to LOAD A PREVIOUS GAME
3. Select TAPE option
4. Press PLAY on recorder

Disk

1. Insert Disk
2. Answer YES to LOAD A PREVIOUS GAME
3. Select DISK option

Saving a Current Game

Tape

1. Insert Cassette
2. Go to EXIT sign in hall
3. Answer YES to SAVE GAME?
4. Select TAPE option
5. Press PLAY and RECORD on recorder

Disk

1. Insert Blank Disk
2. Go to EXIT sign in hall
3. Answer YES to SAVE GAME?
4. Select DISK option

Game Controls

The following keys to control the pointer:—

- < — left
- > — right
- ; — up
- / — down

RETURN — select

Or use Joystick in port 2

WARNING: Disk Drives must be disconnected when loading or saving to tape.

LOADING INSTRUCTIONS — AMSTRAD ---

Loading a New Game

Tape

1. Reset Machine
2. Insert Cassette and rewind it
3. Press CONTROL and RETURN
3. Press PLAY on recorder

Disk

1. Insert disk
2. Press RUN "WCBM" and press RETURN

Loading a previously saved game

Tape

1. Insert Cassette
2. Answer YES to LOAD A PREVIOUS GAME
3. Select TAPE option
4. Press PLAY on recorder

Disk

1. Insert Disk
2. Answer YES to LOAD A PREVIOUS GAME

3. Select DISK option

Saving a Current Game

Tape

1. Insert Cassette
2. Go to EXIT sign in hall
3. Answer YES to SAVE GAME?
4. Select TAPE option
5. Press PLAY and RECORD on recorder

Disk

1. Insert Blank Disk
2. Go to EXIT sign in hall
3. Answer YES to SAVE GAME?
4. Select DISK option

Game Controls

The following keys to control the pointer:—

- Z — left
- X — right
- P — up
- L — down

RETURN — select

Or use Joystick in port 2

WARNING: Disk drives must be disconnected when loading or saving to tape.

YOU ARE NOW STARTING THE GAME

PLEASE READ CAREFULLY

In order to successfully achieve your goal, you will need to understand the complexity of this game and follow the 'hints' which will assist you to make the right and accurate decisions. **WORLD CHAMPIONSHIP BOXING MANAGER** has been designed to be 'user friendly'. This means that you will be able to find and do everything quickly and easily. Instead of standard menu systems the player clicks the pointer on whichever item he wishes to see or clicks on whichever door he wishes to go through etc.

THE GAME

THE GAME STARTS

Upon loading you are offered a licence to become a boxing manager/promoter. HERE YOU ARE ASKED TO ENTER YOUR NAME.

PART ONE

FILING CABINET

The filing cabinet contains your boxers contracts, your boxers fight record and the current fight rankings.

BOXERS CONTRACTS

A player may have up to FIVE BOXERS IN HIS CAMP and at the beginning of the game each boxers contract has to be negotiated. CONTRACTS ARE RE-NEGOTIATED ANNUALLY.

Negotiations include guaranteeing a minimum number of contests plus a satisfactory World Ranking position. This depends on the boxers present position and potential. You will also be expected to guarantee a percentage of the fight purse. Your opponents manager is also arranging the best deal for his boxer. Negotiations will not be easy so clever compromising when arranging fights will be called for.

HINT: First year contracts are considerably lenient, but do not expect any favours from then on. False promises may end up with your brightest protégé moving elsewhere with years of hard work down the drain.

BOXERS FIGHT RECORD

This lists YOUR BOXERS fight records showing fights fought, won, lost and drawn etc plus comprehensive result coverage of your boxers last SEVEN bouts.

RANKING LISTS

This shows the official AREA, NATIONAL and WORLD rankings for both the WCB and FWIB boxing boards of control.

NOTE: BY CLICKING ON ANY BOXER YOU WILL BE ABLE TO OBTAIN DETAILS OF THEIR FIGHT RECORDS, MANAGER ETC.

TELEPHONE _____

The telephone allows you to contact anybody outside of your office environment. This consists of other FIGHT MANAGERS, the TWO BOXING BOARDS plus the SCOUTS. Just click on the phone and select the relevant people, incoming calls arrive from LIMPY and WIMPY (your scouts), JIM from the GYM and OTHER MANAGERS proposing fight challenges.

FIGHT MANAGERS

When arranging fights you will be asked which boxer in his camp you wish to fight. You will be expected to NEGOTIATE DATE, GOVERNING BODY and your PURSE PERCENTAGE (see BOXERS CONTRACT). Other managers may contact you to arrange challenges you have the opportunity to accept or decline ... at your peril.

HINTS: Negotiate carefully ... a low purse in one bout must be recovered elsewhere during the year to keep boxer happy.

BOXING BOARDS

There are TWO BOARDS OF CONTROL each with their INDIVIDUAL FIGHT RULES. They are as follows ...

The Federation of WORLD BOXING (FWB)

1. The referee only scores on points decision.
2. No compulsory count of eight on a knock down.
3. Unlimited knock down rule.

The WORLD COUNCIL of INTERNATIONAL BOXING (WCIB)

1. Three judges score on points decision on the unanimous or majority rule.
2. Mandatory eight count on all knock downs.
3. Three knock downs in same round stops contest.

NOTE: The relevant board of control MUST BE CONTACTED to sanction the bouts that YOU HAVE ARRANGED.

SCOUTS

There are TWO scouts available called Limpy and Wimpy. They may be SENT either to a fight night and REPORT BACK WITH DETAILED RESULTS of a specific fight or SENT ON A SPYING MISSION. This involves a scout sneaking off to an opposing boxers camp during training and reporting back to you. This however, is dangerous. If caught the opposing camps have unusual ways of dealing with 'spies' and ambulances are often called for.

The scout will contact you if he hears that another boxer is unhappy with his present manager. Negotiations will be arranged by contract (see BOXERS CONTRACTS).

HINT: If hospitalised he will be unavailable for duty and will suffer concussion resulting in loss of memory.

P.S. Don't send flowers or grapes.

MAIL

The mail arrives each morning. The mail consists of either APPROVAL OF BOUTS from the governing bodies, FIGHT FIXTURES or FIGHT RESULTS

FILOFAX

The filofax (on desk) keeps all your personal information. Obtainable are BOXERS NOTES, this offers a REPORT ON YOUR BOXERS ABILITIES, information involving BOXERS

belonging to OTHER STABLES plus acts as a FIGHT DIARY listing forthcoming events. This automatically keeps itself updated.

CALENDAR

The calendar on the desk allows you to forward the date at will. The date will advance daily, unless intervention involving a FIGHT EVENT or the TELEPHONE RINGS.

DOOR

YOU ARE NOW LEAVING THE OFFICE.

CORRIDOR

The various doors off of the corridor allow you to enter the GYMNASIUM, PHYSIO or OFFICE the EXIT allows you to SAVE the game or LEAVE THE BUILDING (see FIGHT NIGHT).

PHYSIO

He will offer you a report on a boxers present state of health and fitness which will allow you to assess whether your boxer has recovered from injuries sufficiently to go back into training.

HINT: Although you will be naturally anxious to get your boxer into the gym preparing for another fight, it will be advisable not to rush. You wouldn't want another relapse or for a healing cut to reopen would you.

GYMNASIUM

Here is where you prepare your boxers for their forthcoming fights. There are several options ranging from weightlifting to sparring and running. You are able to select his schedule as different options affect different attributes. Example, running affects stamina and weight training affects strength. However, certain injuries may occur during training. Example, sparring may result in a cut, or weight training may pull a boxers muscle.

HINT: Various preparations may improve certain boxers qualities but also a lay off from certain training requirements may lower a boxers ability. As you cannot have a boxer doing everything at once (he'd be on his knees poor fellow) careful liaison between the gym and yourself is recommended.

PART TWO

FUNCTIONS WITHIN THE GAME

TITLES & RANKINGS

Each governing body has three various titles to contend for. Neither titles are compulsory. The titles are as follows ...

1. AREA this title is available for the top three contenders ranked below 66 in the world.
2. NATIONAL this title is available to the top three contenders ranked below 33 in the world.
3. WORLD this title is available to the top three contenders in the world.

The ranking positions vary depending under which governing body the fight was fought. However, the OPPOSING governing body will recognise a boxers achievement or demise to a certain extent but will not automatically increase his position. This depends upon certain aspects within the game which you will have to figure out for yourself.

HINT: Although it is not necessary to obtain the various championships in order to become World Heavyweight Champion it has its advantages, plus a few disadvantages. It will spoil it to tell you why so its best left for you to find out.

BOXER RETIREMENTS

A boxer retires at the age of 31. Upon his retirement the RANKINGS WILL AUTOMATICALLY BE UPDATED and the

boxer will REAPPEAR WITH NEW ABILITIES. You will be given the OPPORTUNITY TO RENAME him before he RETURNS TO THE SAME STABLE as a raw youngster.

PART THREE

THE FIGHT BILL

Friday night is FIGHT NIGHT. Each fight night consists of FOUR CONTESTS. THE MAIN EVENT OF THE EVENING, either title fight or highest ranking contest, is the last contest. You do NOT have to go to every event. If you don't the RESULTS WILL BE POSTED TO YOU ON SATURDAY MORNINGS. If you go to the event you are NOT compelled to watch every fight. After each contest you are given the option to watch the next contest.

THE FIGHT

EACH FIGHT IS CONTESTED BY EACH BOXER USING A FORM OF ARTIFICIAL INTELLIGENCE DURING EACH ROUND. THE COMPUTER CORNER MEN WILL INSTRUCT EACH BOXER ON HOW TO FIGHT EACH FORTHCOMING ROUND DEPENDING UPON HOW THE COMPUTER JUDGES THE SUCCESS OF HIS FIGHTER. THE COMPUTER CORNER WILL ALSO TRY TO REPAIR HIS BOXER DURING ROUNDS ACCORDING TO HIS DAMAGE AND TIREDNESS.

KEN THE COMMENTATOR assisted by EDDIE THE EXPERT will keep you informed round by round as the contestants do battle. The JUDGES WILL BE AWARDING POINTS ACCORDING TO THE SUCCESS OF THE BOXERS.

HINT: In the three judges ruling, each judge, sitting separately around the ring, has his individual personality. Each judge only scores what he sees.

THE CORNER

In between rounds you will have the opportunity to WORK IN THE BOXERS CORNER. At your disposal you will have:—

- | | |
|-----------------|--|
| 1. COLD IRON | for ironing out slight bruises. |
| 2. WATER BOTTLE | for refreshment. |
| 3. SPONGE | for removing blood and reviving boxer. |
| 4. SWAB STICK | for working on cuts. |

You can also ADVISE HIM ON TACTICS for the next round. The boxer will try to follow your instructions but remember his opponent will also have instructions updated and both fighters cannot always get their own way.

HINT: Study your boxers abilities before selecting his tactics (it would be pretty silly to ask a Joe Frazier type boxer to behave like Sugar Ray Leonard).

**GOOD LUCK IN THE FIGHT GAME AND MAY YOU PRODUCE
MANY CHAMPIONS ... OR AT LEAST ONE**